

5

ABSTRACT

10

**METHOD AND APPARATUS FOR EMULATING
COMPUTER BUSES USING
POINT-TO-POINT TECHNIQUES**

15

Method and apparatus for receiving bus signals from a first computer module, converting those bus signals into a first point-to-point link and directing the first point-to-point link to a bus emulator. The bus emulator propagates data transfer cycles arriving by the first point-to-point link to a second point-to-point link. The second point-to-point link carries data transfer cycles to a second computer module. The second point-to-point link is converted back into bus signals that interface with the second computer module.

10010132 120601